

nd_vector
- vector<double> x[]
+ nd_vector(unsigned)
+ nd_vector(std::initializer_list<double>)
+ size() const
+ read(std::ifstream&)
+ print() const
+ operator[](unsigned)
+ operator[](unsigned) const
+ data()
+ data() const

```
// constructor: initialize x(unsigned, 0.)
// constructor: initialize x[] like a list
// (unsigned) return size
// (void) read from input
// (void) print every element
// (reference) return elem[unsigned]
// (value) return elem[unsigned]
// (pointer) return ptr. to 1st elem
// (const_pointer) return cptr. to 1st elem
```

dense_matrix
- unsigned m_rows
- unsigned m_columns
- vector<double> m_data
- sub2ind(unsigned, unsigned) const
+ dense_matrix()
+ dense_matrix(unsigned, unsigned, double=0.)
+ dense_matrix(std::istream&)
+ read(std::istream&)
+ swap(dense_matrix&)
+ operator() (unsigned, unsigned)
+ operator() (unsigned, unsigned) const
+ rows() const
+ columns() const
+ transposed() const
+ data()
+ data() const

```
// (unsigned) return the index of (i,j) in m_data
// constructor: default
// constructor: (#rows x #columns) initialized with double
// constructor: from input
// (void) read from input
// (void) swap two dense_matrix
// (reference) return elem[i,j]
// (const_reference) return elem[i,j]
// (unsigned) return #rows
// (unsigned) return #columns
// (dense_matrix) return the transposed matrix
// (pointer) return ptr. to 1st elem
// (const_pointer) return cptr. to 1st elem
```

Helper functions:
operator*(const dense_matrix&, const dense_matrix&)
swap(dense_matrix&, dense_matrix&)

```
// (dense_matrix)
// (void)
```

Implementation inside the class:

there is NOT: m_data[i,j];

instead: m_data[sub2ind(i,j)].

Where: sub2ind(i,j) = i*m_columns + j;

how is called	what is
container_type	vector<double>
value_type	double
size_type	unsigned
pointer	vector<double>*
const_pointer	const vector<double>*
reference	vector<double>&
const_reference	const vector<double>&